AMENDMENTS

Please amend the application as indicated hereafter.

In the Claims

Please add the following new claims:

4. (Newly Added) A system for communication of video information over a network, comprising:

a first object-oriented coder for dividing data into object macroblocks and background macroblocks, for allocating a higher data transmission rate to the object macroblocks than to the background macroblocks, and for assigning a higher number of error control overhead bits to the object macroblocks than to the background macroblocks.

- 5. (Newly Added) The system of claim 4, wherein the first object-oriented coder comprises a first processor and a first memory.
- 6. (Newly Added) The system of claim 5, further comprising a second objectoriented coder that receives a location vector and at least one motion vector of an object
 macroblock in a previous frame, the location vector and the at least one motion vector
 corresponds to location of an object macroblock that is missing in a current frame, and
 replaces the object macroblock that is missing in the current frame with the object
 macroblock in the previous frame.
- 7. (Newly Added) The system of claim 6, wherein the second object-oriented coder comprises a second processor and a second memory.

8. (Newly Added) A method for communicating video information over a network, comprising the steps of:

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dividing data into object macroblocks and background macroblocks;
allocating a higher data transmission rate to the object macroblocks than to the background macroblocks; and

assigning a higher number of error control overhead bits to the object macroblocks than to the background macroblocks.

- 9. (Newly Added) The method of claim 8, whereby the allocating is performed by a first processor.
- 10. (Newly Added) The method of claim 9, further comprising the steps of:
 receiving a location vector and at least one motion vector of an object
 macroblock in a previous frame, the location vector and the at least one motion vector
 corresponding to location of an object macroblock that is missing in a current frame; and
 replacing the object macroblock that is missing in the current frame with the
 object macroblock in the previous frame.
- 11. (Newly Added) A system for communicating video information over a network, comprising:

means for dividing data into object macroblocks and background macroblocks; and

means for allocating a higher data transmission rate to the object macroblocks than to the background macroblocks, the means for allocating is also a means for

assigning a higher number of error control overhead bits to the object macroblocks than to the background macroblocks.

- 12. (Newly Added) The system of claim 11, wherein the means for allocating is a first processor.
- 13. (Newly Added) The system of claim 12, further comprising:

 means for receiving a location vector and at least one motion vector of an object macroblock in a previous frame, the location vector and the at least one motion vector corresponding to location of an object macroblock that is missing in a current frame; and means for replacing the object macroblock that is missing in the current frame with the object macroblock in the previous frame.
- 14. (Newly Added) The system of claim 13, wherein the means for receiving is a second processor and the means for replacing is the second processor.
- 15. (Newly Added) A computer readable medium having a computer program for communicating video information over a network, the program performing the steps of:

dividing data into object macroblocks and background macroblocks;
allocating a higher data transmission rate to the object macroblocks than to the
background macroblocks; and

assigning a higher number of error control overhead bits to the object macroblocks than to the background macroblocks.

16. (Newly Added) The computer program of claim 15, further performing the steps of:

receiving a location vector and at least one motion vector of an object macroblock in a previous frame, the location vector and the at least one motion vector corresponding to location of an object macroblock that is missing in a current frame; and replacing the object macroblock that is missing in the current frame with the object macroblock in the previous frame.